IBoardComputer + GetAllNodes() + GetPossiblePlaces() + GetPossibleMovesFromNode() + GetPossibleMoves() + GetPossibleRemoves() + CanBeFullLine() + IsFullLine() **IBoard** + GetNodeType() + GetAllNodesType() + GetNodesCount() + GetSamePieceTypeNodeIndexes() + GetBoardState() + GetPlayerPiecesOnTable() + GetPlayerPiecesToPlace() + AddPiece() + MovePiece() + RemovePiece() and 8 more... Board # m_nodes # m_boardState # m_playersPieces + Board() + Board() + Board() + GetNodeType() + GetAllNodesType() + GetSamePieceTypeNodeIndexes() + GetNodesCount() + GetBoardState() + GetPlayerPiecesOnTable() + GetPlayerPiecesToPlace() and 14 more... # CanRemovePiece() # GetNodeFromIndex() # GetIndexFromNode() # CountSamePiece() NormalBoard DiagonalsBoard + DiagonalsBoard() + NormalBoard() + DiagonalsBoard() + NormalBoard() + DiagonalsBoard() + NormalBoard() + GetBoardType() + GetBoardType() + LoadFromConfig() + LoadFromConfig() + LoadBoard() + LoadBoard() + SaveBoard() + SaveBoard() + CanBeFullLine() + CanBeFullLine() + IsFullLine() + IsFullLine() + IsWindmillRule() + IsWindmillRule() + ~DiagonalsBoard() + ~NormalBoard()